



Shatter the wall sections with your energy ball by moving your VAUS craft left & eight.

There are 3 types of walls:

(1) NORMAL WALL SECTIONS

You can break a normal wall section by hitting it with the energy ball once. 50 to 120 points are awarded depending on the color.

(2) HARD WALL SECTIONS: You need to hit these with the energy ball several times in order to break

times -1st to 8th rounds 3 times — 1st to 8th rounds 3 times — 9th to 16th rounds 4 times — 17th to 24th rounds The number of hits required are: 5 times - 25th to 32nd rounds Bonus points awarded for breaking the barrier wall section - 100 points

times the number of the round. (3) INDESTRUCTIBLE WALL SECTIONS:

You cannot break these wall sections.

Some wall sections contain power-up capsules. Catch the capsules to:

Slows down the energy ball. (S) SLOW DOWN Catch the energy ball and shoot it back. Expands the length of the VAUS craft. Solits the energy ball into three particles.

(L) LASER BEAN (B) BREAK Allows the player to warp into the next play-An additional VAUS awarded.

Power-up capsules are effective until the player is shot down, the round cleared, or until another expanle is picked up.

1000 points awarded for each capsule picked up.

HARMFULS appear from the top of the screen and creep through the broken walls. Hit them with the energy hall (100 points).

The round is cleared when all wall sections are broken,

There are 33 rounds in this game. In the final round, a huge enemy fortress appears. While avoiding bullets, hit him many times with your energy ball. Game ends when all VAUS are lost or you clear all 33 rounds.

Additional VAUS awarded for higher scores,

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